

ABSTRACT OF THE DISCLOSURE

A data processing method is provided whereby, even if communication delay occurs between computer game devices connected through a communication network, data is processed practically simultaneously between the respective computer game devices. When a computer game contest is carried out through a network having communication delay, before the game is started, the delay times between the game devices are found and, using these, synchronization of the time counted by the individual game devices is obtained. Then, during the progress of the game, the operating data signal is processed after the lapse of the longest delay time of the delay times between the game devices measured beforehand after it is generated. In this way, the operating data signal can be processed simultaneously in a plurality of game devices.